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ABSTRACT

Part 1 of this guide to using teamwork in the classroom introduces the theory underlying teamwork and suggests basic ways to think about incorporating teamwork into the college classroom. Part 2 contains practical information for anyone who is planning to use teams, with guidelines, examples, and materials to help students communicate effectively in teams. Part 3 includes discipline specific examples of teamwork from faculty at Syracuse University. The examples range from architecture to engineering to writing. They demonstrate the extensive variety of approaches that faculty have created to incorporate teamwork in their classes. Part 4 contains articles and a case study about teamwork in higher education classrooms. The chapters in parts 1, 2, and 4 are: (1) "Teamwork Theory and Discussion"; (2) "Technology and Teamwork"; (3) "Exercise for Students: How Do I Learn Bet?"; (4) "Guidelines for Student Teams"; (5) "Group Exercises"; (6) "Managing Conflict"; (7) "Team Evaluation"; (8) "Top-Notch Tips for Team Learning"; (9) "Enhancing Performance in Small Groups"; (10) "Spectators and Gladiators"; and (11) "Betty Miles's Worst Nightmare: A Cooperative Learning Dilemma." Part 3 contains 28 activities from Syracuse University. (Contains 50 references.) (SLD)

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